**Written Video Game Design Document:**

You will provide a written design document that provides a clear description of the game (“**Design Document**“). The description must include a description of the overall vision for the game, target audience, genre, core gameplay, visual style and characters and story line.

Each Design Document must comply with the following **technical** specifications: The Design Document must be in one of the following file formats: Microsoft Word for Windows, Microsoft Word for Mac, Rich Text Format (RTF), Portable Document Format (PDF) or a plain text file; the description of the game must be a minimum of 500 words and a maximum of 1500 words in total; each page of the Design Document should be submitted in 8 1/2 ” x 11″ page size (portrait orientation preferred), with margins set at a minimum of 1″ (top, bottom, left and right); and all text should be 12-point Arial or Times New Roman font.

Each Applicant is required to include in the Design Document hand-drawn images of the levels that they choose to create.

The Submission must not contain material that violates or infringes another’s rights, including but not limited to privacy, publicity, copyright, trademark, patent, or intellectual property- or property-related rights.